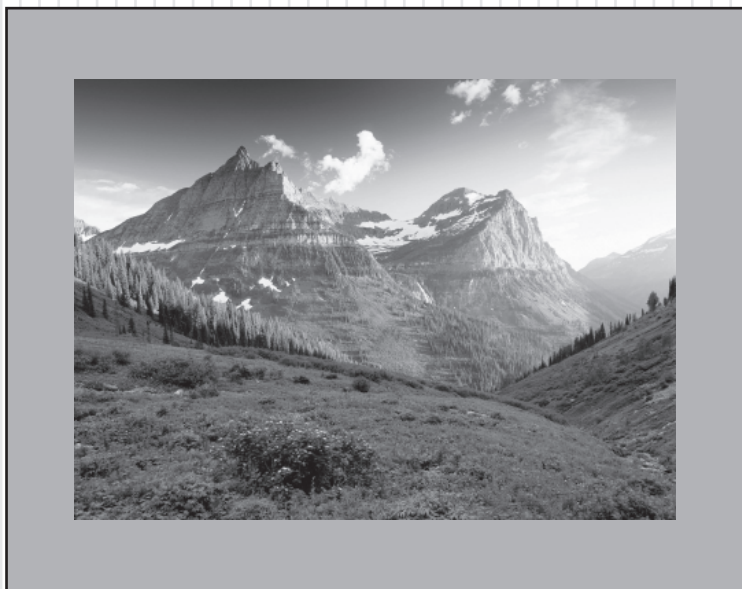


*Montana*  
*Comprehensive Assessment*  
*System (MontCAS, Phase 2)*  
*Criterion-Referenced Test (CRT)*

COMMON CONSTRUCTED-RESPONSE ITEM RELEASE  
READING, GRADE 8

2007



OFFICE OF PUBLIC INSTRUCTION

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# Reading

## Session 1

*This article is about the unusual field of archaeological illustration. Read the article and then answer the question that follows.*

### Draw Those Stinky Shoes

*Jill Ruth Wood*

What would you do if you were sent a pair of stinky sandals that were from 4,000 to 5,000 years old? Pam Headrick didn't turn up her nose. Instead, she drew them. "They still had the distinct odor of human feet!" she said.

#### Clues in Ancient Objects

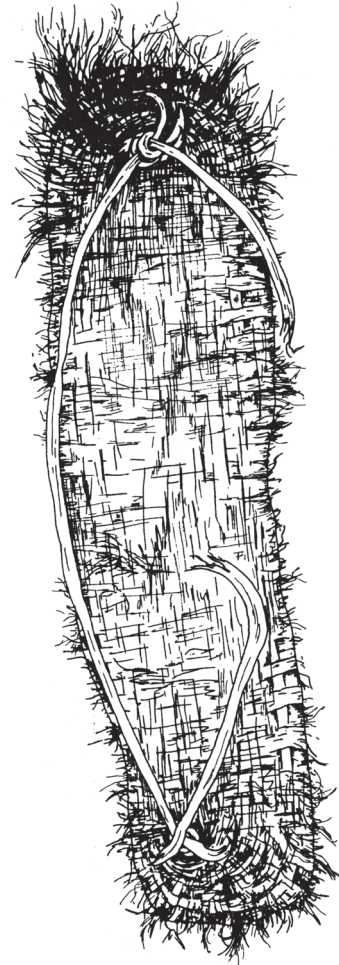
Pam Headrick is one of only a few archaeological illustrators in the United States. Archaeologists study ancient cultures by looking at tools and other artifacts they find. Headrick's job is to draw those artifacts. The ancient objects she sketches provide clues to life long ago, and her drawings help tell the story of our world's history.

When Headrick began drawing in college art classes, she learned how to use tiny details to make objects appear realistic. She soon recognized how important fine details are in archaeological illustrations. The small details of an ancient object are clues telling how it was made, how it worked, and how it was used. "It is fascinating," Headrick says. "It also takes hours and hours of work."

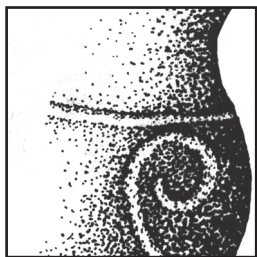
#### A Closer Look

Although it takes only seconds to snap a photograph of an object, illustrations can show more details. Headrick examines each artifact under bright light or through a magnifying glass, looking for clues that show how it was used. "Like a pocketknife of today, one tool could be used in numerous ways," she explains.

- 5 Looking through a magnifying glass, Headrick might discover a wear pattern on an object. For example, smooth or shiny areas show that the object was used as a tool, but did it cut wood or meat? Was the tool twisted or pushed?



If she sees a polished area on a stone drill, she knows it would have been caused by the drill being repeatedly pushed through leather to make a hole. The oil in the leather would create tiny flakes along the drill's edge. However, the polish would look different on a stone tool used for cutting grass. The motion of use and a chemical reaction from the grass would create a lined pattern. Headrick recognizes these differences and shows them in her drawings.



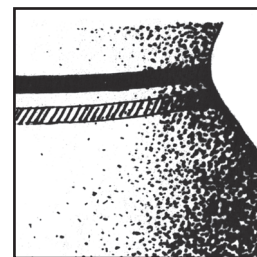
**Stippling indicates a ceramic pot.**



**Stipple and fine lines show depth in this shell.**



**Small, straight, parallel lines show polished areas.**



**Different patterns mean different colors. Diagonal lines usually indicate red.**

### **Real or Fake?**

Pam Headrick also uses her experience and knowledge to tell if an artifact is authentic. Is it what the archaeologists believe it to be? She knows if markings on stones or shells were made by humans or by natural causes, such as an animal or the weather. She can tell if marks on a 9,000-year-old stone tool found on a cow path were made by cow's hooves or by humans.

After examining an object and analyzing the clues, Headrick begins drawing. She has to follow strict standards when illustrating artifacts. Each artifact must be drawn life-size. All measurements must be exact. Headrick uses pen and ink to do her black-and-white illustrations. This makes it easier to show the details. Her eye is trained to look past the colors for the clues she needs.

The artifact's clues must be drawn in a specific way so that they are easy to understand. There are standard rules for archaeological drawings of pottery, stone, and shells. For example, in a drawing of pottery, shading must be done with dots called *stipples*. Patterned lines must be used to show multicolors. A polished area on a stone tool must be drawn with small, straight, parallel lines. Guidelines like these let anyone studying the drawing recognize the clues Headrick has drawn.

### **Imagining the Past**

Often, Headrick imagines how things looked as she tries to show how an artifact was once used. She might put hands in a picture to show how a tool was used. When she does an illustration of a structure, Headrick might omit the trees and bushes, or she might decide to add a landscape when drawing an ancient site.

Headrick's illustrations help provide a record of how ancient peoples lived. Perhaps 4,000 years in the future, something as simple as a shoe might offer a clue to everyday life in our time.

#### **Imagine the Future**

**It is 4,000 years in the future. An archaeological illustrator is looking at your shoes for clues.**

- Which of your shoes' features would an archaeological illustrator notice?
- What wear marks might the illustrator find on your shoes?
- What might those wear marks reveal?
- Would the artist say your shoes were stinky?

67. Explain how the standard rules for archaeological illustrators help those who study their illustrations. Support your answer with information from the article.

## Scoring Guide

Score	Description
4	Response provides a thorough explanation of how the standard rules for archaeological illustrators help those who study the illustrations. Explanation is well developed and includes relevant information from the article as support.
3	Response provides a clear explanation of how the standard rules for archaeological illustrators help those who study the illustrations. Explanation lacks some development and/or relevant information from the article as support.
2	Response provides a partial explanation of how the standard rules for archeological illustrators help those who study the illustrations. Explanation is limited or lacks development and relevant details from the article as support.
1	Response is vague/minimal.
0	Response is totally incorrect or irrelevant.
Blank	No response.

## Scoring Notes

Standard rules that help those who study the illustrations:

- Overall standards provide a realistic image of the artifact.
  - Artifacts must be drawn life-size.
  - All measurements must be exact.
- Standard rules for drawing pottery, stone, and shells allow anyone studying the drawing to recognize the clues.
  - Shading must be done with dots called stippling; this indicates a ceramic pot.
  - Patterned lines are used to indicate colors; different patterns mean different colors.
  - Polished areas on stone tools must be drawn with small, straight parallel lines; these indicate wear and how the tool was used.

Standard rules for archaeological illustrators help those who study illustrations in many ways. Archaeologists have to have great detail in their drawings so the illustrators can be right about it. She also has to examine the object and analyze the clues from those of the past. The drawing also has to be life size so the illustrator knows how big it is. ~~It~~ An example of a rule, drawing pottery, shading must be done with dots called stipples. Patterned lines must be used to show multicolors. A polished area of a stone tool must be drawn with small, straight, parallel lines. Guidelines like these let anyone studying the drawing recognize clues. Those are some of the rules for archaeological illustrators help those studying the past.



## Score Point 4

### Sample 2

The standard rules for archaeological illustrators helps others who study there work by these ways. Pam Hendrick is an archaeological illustrator. In her drawing it shows lots of details which helps to determine what the texture is like. Another way it helps people is by all the different patterns. By using a variety of patterns like stippling it gives off an accurate yet unique image. It also shows the creativity of the drawer. The last way is by making all the illustrations life size. Creating a realistic image and noticing all the colors and details. Pam Hendrick is one of the few people who are able to see beyond just the artifact - the beauty and simplicity. Archaeological Illustrators provide what things like shoes used to look like. Then adding there own taste + details to tell the story of our worlds history through art.

### Score Point 3

#### Sample 1

The standard rules help those that study their illustrations because they can tell if marks on a 9,000 year old stone tool found on a cow path were made by cow's hooves or by humans. Each artifact must be drawn life size. The artifacts' clues must be drawn in a specific way so they are easy to understand. Patterned lines must be used to show multicolors. A polished area on a stone tool must be drawn with all, straight, parallel lines.



The standard rules of archaeological illustrators help people who study the illustrations by the exact size. Also, what it was used for and what it looked like. Like what Headrick said about the illustrations can show more details and clues.

The illustrators use details about the shading, like the stippling indicates a ceramic pot, stipple and fine lines show depth in a shell, small, straight, parallel lines show polished areas, or different patterns mean different colors.

Score Point 2

Sample 1

Basically the rules are stippling for ceramic Pots,  
Stippling + finelines for depth, Small straight parallel lines  
show polished areas, different patterns means different  
colors, Diagonal lines usually are Red. They help to  
let those who use them know what they  
look like

Score Point 2

Sample 2

The Standard rules help the archeological illustrators know what the object is and what it was used for because they have to put certain designs in their work. When looking at an illustration rather than a photo you can see more detail and design. When shading you have to make little dots called stipples.

Score Point 1

Sample 1

They help them to find out little details  
that would be noticeable to determine the  
date and time of the object that their  
examples.

Score Point 1

Sample 2

They make their illustrations look sketched but  
you can tell what they are supposed to do. They  
give you examples of what they are by telling  
you what kind of drawing it is.

Score Point 0

Sample 1

they take DNA from the shoe and it traces back  
to cave men or as far back as it goes.

Score Point 0

Sample 2

they explain what they mean.

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